

L Number	Hits	Search Text	DB	Time stamp
-	182	(725/32,36,54,71,80).CCLS.	USPAT	2002/09/18 16:12
-	9	((725/32,36,54,71,80).CCLS.) and synchronization near signal	USPAT	2002/07/31 08:47
-	163	725/\$.ccls. and synchronization near signal	USPAT	2002/07/31 10:32
-	1	(game near machine) and (synchronization near signal) and (status near change)	USPAT	2002/07/31 09:33
-	46	(game near machine) and (synchronization near signal)	USPAT	2002/07/31 09:47
-	136	(game near (system or video)) and (synchronization near signal)	USPAT	2002/07/31 09:55
-	24	(game near (system or video)) and (synchronization near signal) and (status same change)	USPAT	2002/07/31 09:49
-	62	(game near (system or video)) and (synchronization near signal) and network	USPAT	2002/07/31 09:55
-	0	725/\$.ccls. and synchronization near signal and network and game and (status near change)	USPAT	2002/07/31 10:33
-	13	725/\$.ccls. and synchronization near signal and network and game and status	USPAT	2002/07/31 10:36
-	63	synchronization near signal and network and game and status	USPAT	2002/07/31 11:09
-	328	(463/42).CCLS.	USPAT	2002/09/12 14:57
-	79	((463/42).CCLS.) and synchro\$6	USPAT	2002/09/09 12:44
-	14	((463/42).CCLS.) and synchro\$6 same (monitor\$3 or display\$3 or pictur\$4 or imag\$4) same signal\$3	USPAT	2002/09/09 12:50
-	21	((463/42,40).CCLS.) and synchro\$6 same (monitor\$3 or display\$3 or pictur\$4 or imag\$4) same signal\$3	USPAT	2002/09/09 12:50
-	13	((463/40).CCLS.) and synchro\$6 same (monitor\$3 or display\$3 or pictur\$4 or imag\$4) same signal\$3	USPAT	2002/09/09 12:50
-	20	((709/248).CCLS.) and synchro\$6 same (monitor\$3 or display\$3 or pictur\$4 or imag\$4) same signal\$3	USPAT	2002/09/09 12:54
-	3	((709/248).CCLS.) and video near game	USPAT	2002/09/09 12:59
-	2619	(video near game\$1) same (picture or video or display) same (information or data or signals)	USPAT	2002/09/09 13:00
-	1249	(picture or video or display) same (information or data or signals) same synchro\$6 and game	USPAT	2002/09/09 13:01
-	9858	(picture or video or display) same (information or data or signals) same synchro\$6 and program	USPAT	2002/09/09 13:02
-	1971	(picture or video or display) same (information or data or signals) same synchro\$6 same program	USPAT	2002/09/09 13:02
-	2417	(picture or video or display) same (information or data or signals) same synchro\$6 same application	USPAT	2002/09/09 13:03
-	142	(video near game\$1) same (picture or video or display) same (information or data or signals) same synchro\$6	USPAT	2002/09/09 13:17

-	264	(picture or video or display) same (information or data or signals) same synchron\$6 same game	USPAT	2002/09/09 13:50
-	336	(463/42).CCLS.	USPAT	2002/09/12 14:57
-	10	((463/42).CCLS.) and (VRAM or (video near memory))	USPAT	2002/09/12 15:03
-	3236	synchron\$5 and (VRAM or (video near memory))	USPAT	2002/09/12 15:06
-	662	synchron\$5 same (VRAM or (video near memory))	USPAT	2002/09/12 15:06
-	11	synchron\$5 same (VRAM or (video near memory)) and (video near game)	USPAT	2002/09/12 15:48
-	115	(video near game) same memory same access\$3 same display	USPAT	2002/09/12 15:49
-	128	(video near game) same memory same access\$3 same display	USPAT	2002/09/12 16:16
-	0	(video near game) same memory same access\$3 same display same cartridge	USPAT	2002/09/12 15:49
-	8082	video same synchronization same signal	USPAT	2002/09/12 16:27
-	2713	video same synchronization near signal	USPAT	2002/09/12 16:27
-	13	(video near game) same (synchronization near signal)	USPAT	2002/09/12 16:34
-	0	(video near game) same VRAM same synchroni\$4	USPAT	2002/09/12 16:34
-	0	(video near game) same VRAM same synchron\$4	USPAT	2002/09/12 16:34
-	0	(video near game) same VRAM same synchron\$6	USPAT	2002/09/12 16:34
-	20	(video near game) same VRAM	USPAT	2002/09/12 16:36
-	10	(video near game) and VRAM same synchron\$5	USPAT	2002/09/12 16:39
-	145	(video near game) and VRAM	USPAT	2002/09/12 16:50
-	408	synchron\$5 same VRAM	USPAT	2002/09/12 16:50
-	16	synchron\$5 same VRAM same displays	USPAT	2002/09/12 16:56
-	1494	data same written same memory same (picture or video) near signal\$1	USPAT	2002/09/12 16:57
-	2	data same written same memory same ((picture or video) near signal\$1)	USPAT	2002/09/12 17:00
-	11	same (video near game)	USPAT	2002/09/12 16:58
-	20	data same written same memory same ((picture or video) near signal\$1) and (video near game) and synchron\$5	USPAT	2002/09/12 16:59
-	454	data same written same memory same ((picture or video) near signal\$1) and (video near game)	USPAT	2002/09/12 16:59
-	13	CRTC	USPAT	2002/09/12 17:01
-	587	CRTC and (video near game)	USPAT	2002/09/12 17:05
-	31	ohba.in.	USPAT	2002/09/12 17:05
-	1	(akio and ohba).in. ("4570930").PN.	USPAT	2002/09/18 16:13